

## Claims

1. A game figure and collector's item (1), especially inspired by the game of soccer, comprising at least two extremities (10; 20), at least one of which is mounted on the figure (1) so as to be movable about a first axis of rotation (2) and which can be accelerated by means of an acceleration mechanism (64),  
**c h a r a c t e r i z e d i n t h a t**  
the at least one extremity (10) comprises at least two members (12, 14, 16) interconnected to be movable about at least one second axis of rotation (3).
2. Game figure and collector's item according to claim 1,  
**c h a r a c t e r i z e d i n t h a t**  
the at least one extremity (10) is mounted on figure (1) so as to be movable about a third axis of rotation (4), whereby said third axis of rotation (5) extends perpendicular to said first axis of rotation (2) and through an end section (13) of said extremity (10).
3. Game figure and collector's item according to claim 1 or 2,  
**c h a r a c t e r i z e d i n t h a t**  
the movable connection of members (12, 14, 16) of the at least one extremity (10) as well as the extremity (10) itself to figure (1) is configured such that the orientation of members (12, 14, 16) to one another and to figure (1) can be adjusted by means of a force which is higher than a specific alignment force threshold.
4. Game figure and collector's item according to any one of the preceding claims,  
**c h a r a c t e r i z e d i n t h a t**  
acceleration mechanism (64) comprises a pretensioning means.

5. Game figure and collector's item according to claim 4,  
characterized in that  
said pretensioning means is configured such that the pretensioning is effected by  
the deflection of at least one extremity (10) about the first axis of rotation (2)  
by an angle  $\alpha$  and the releasing of this initial tension effects an acceleration of  
said extremity (10) in essentially the opposite direction.
  
6. Game figure and collector's item according to one of claims 4 or 5,  
characterized in that  
said pretensioning means is configured such that there is a linear relationship  
between the angle of deflection  $\alpha$  to extremity (10) and the pretensioning force.
  
7. Game figure and collector's item according to one of claims 4 to 6,  
characterized in that  
said pretensioning means comprises at least one arresting device for fixing at least  
one specific angle of deflection  $\alpha_R$  to extremity (10).
  
8. Game figure and collector's item according to claim 7,  
characterized in that  
said arresting device exhibits a plurality of locking stop steps ( $R_1, R_2, \dots, R_n$ )  
for fixing different angles of deflection ( $\alpha_{R1}, \alpha_{R2}, \dots, \alpha_{RN}$ ) to extremity (10).
  
9. Game figure and collector's item according to one of claims 4 to 8,  
characterized in that  
the acceleration mechanism (64) is provided with a release mechanism (62),  
accessible in particular from the exterior of the figure (1).

10. Game figure and collector's item according to any one of the preceding claims,  
characterized in that  
extremities (10, 20) are configured to be moveable such that figure (1) can be  
brought into a freestanding position.
  
11. Game figure and collector's item according to any one of the preceding claims,  
characterized by  
a releasable retaining means (80) for improving the stability of figure (1).